
Subject: Re: Can the SP maps be played in MP?
Posted by [iRANian](#) on Tue, 22 May 2012 09:39:26 GMT
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That's because zunnie re-implemented the scripts from that mission, check z_ship.cpp. Co-op would be good if done like that for a whole campaign, i.e. bringing the single player experience over to multiplayer. One thing I don't like is the really simplistic, non-random bot spawning system. If someone would spend some time playing around with that and would fix the laggy bot stuff by writing their own Enemy_Seen() logic co-op would be really nice.

Domination mode on the single player maps that support vehicle combat would work out really well too, with the vehicle buying, chinook drop-off logic and some small changes to infantry. Custom spawning logic so you can spawn at control points owned by your team, but not allowing buying vehicles from those control points would be interesting too. One is easy way to do so is block vehicle purchase requests if the player is too far away from the vehicle drop off point.
